

## **IN THE CLAIMS**

### **Listing of the Pending Claims**

1. (Previously presented) A drawing method for displaying image data about a plurality of objects including an opaque object and semitransparent objects, each having information about a depth direction, on a computer display screen by using an updatable Z-buffer as a storage, said method comprising the steps of:

- (a) drawing said opaque object alone of the image data, while updating said Z-buffer and executing a hidden surface removal by said Z-buffer algorithm;
- (b) drawing said semitransparent objects alone of the image data without updating said Z-buffer and while executing the hidden surface removal by said Z-buffer algorithm; and
- (c) drawing said semitransparent objects alone of the image data, while updating said Z-buffer and executing the hidden surface removal by said Z-buffer algorithm.

2-5. (Canceled)

6. (Previously presented) A raster scan display which can execute the drawing method of claim 1.

7. (Previously presented) A raster scan display having the drawing apparatus according to claim 3.

9. (Canceled)

10. (Previously presented) The method according to claim 1, wherein during step (c) the semitransparent object that is nearest to a view point is earlier drawn by executing alpha blending, while updating said Z-buffer and executing the hidden surface removal by said Z-algorithm.

11. (Previously presented) The method according to claim 1, wherein during step (b) the semitransparent objects are alpha blended without regard to location relative to a view point.
12. (Previously presented) The method according to claim 10, wherein the hidden surface removal of said Z-buffer algorithm is executed only for said semitransparent object that is nearest to the viewpoint.